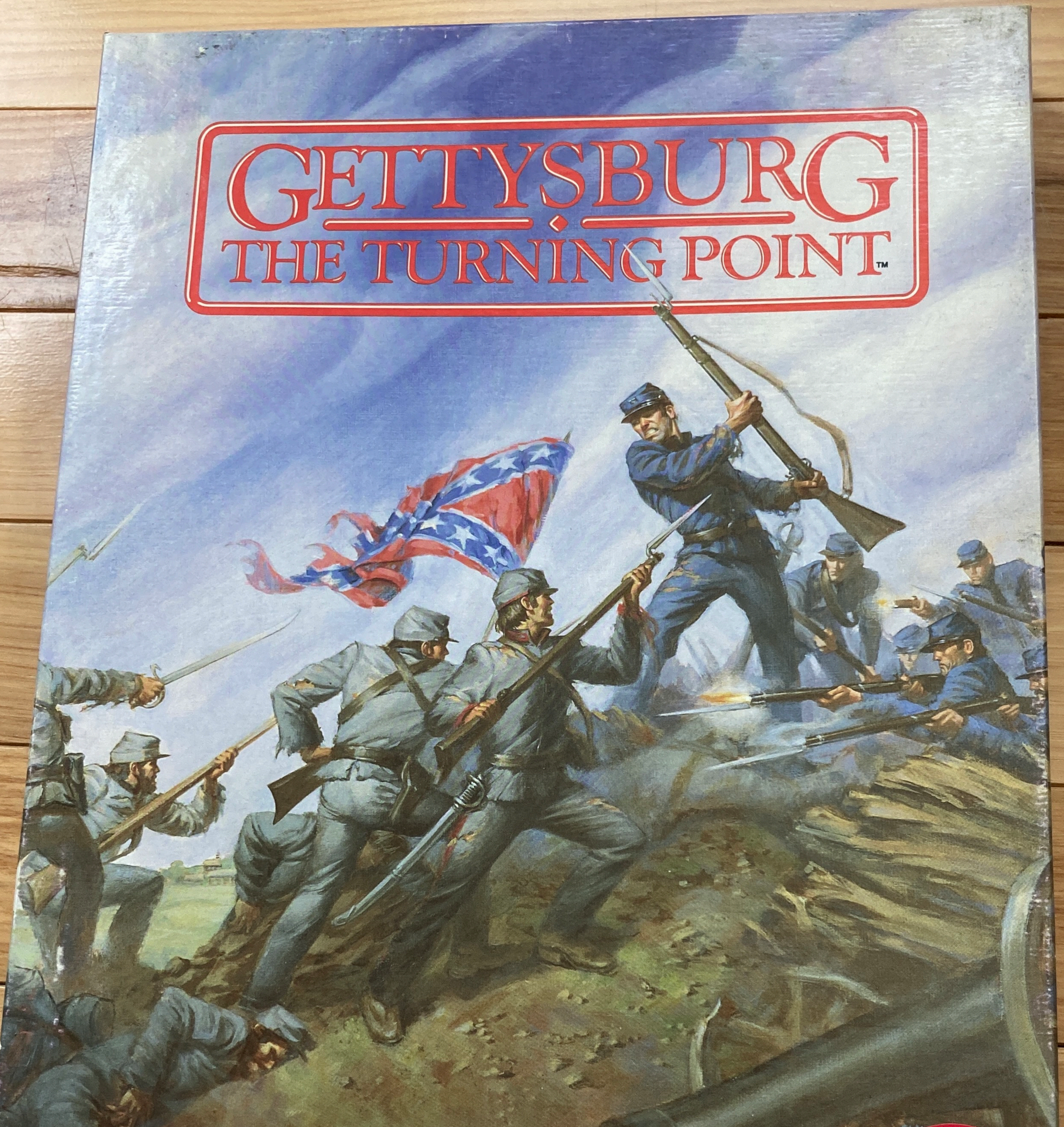
GETTYSBURG
THE TURNING POINT™



SSI™

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5¼" Disk

APPLE®

64K disk for Apple II with Applesoft ROM, II+, IIe and IIc.

THE BLUE:

In the weeks before the fateful day of July 1, 1863, the Army of the Potomac under its new commander, General George Meade, was content to follow the movement of the Confederate Army as it pushed toward Pennsylvania. Elements of the two armies did engage in savage fighting along the way, but these clashes paled in comparison to the terrible battle that awaited them in the small farming town named Gettysburg.

THE GRAY:

Robert E. Lee directed his Army of Northern Virginia to advance into Pennsylvania for two reasons. The first was to feed and supply his ragged, hungry army with the bounty of this rich land. The second was to lure the Union Army into a decisive battle. That he did, but even he was unprepared for the three bloody days of uncontrolled violence that would be seared into the national memory as the Battle of Gettysburg.

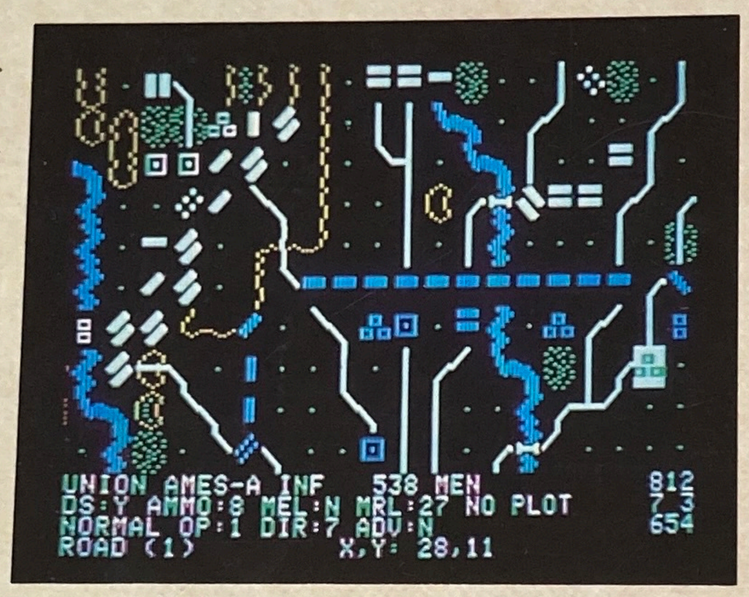
The Battle of Gettysburg began, not with a bang, but with a whimper. It started on July 1, 1863 as a minor skirmish between some Confederate infantry brigades looking for shoes at Gettysburg and two Union cavalry brigades keeping track of enemy movements. By July 3, it had grown to monumental proportions, consuming some 50,000 Americans as 90,000 Union soldiers hurled themselves against 70,000 Confederate troops.

GETTYSBURG: The Turning Point is the most detailed and realistic computer simulation of this decisive battle ever made. Using a refined version of the critically acclaimed system first seen in SSI's *Battle of Antietam*,™ this game recreates the three-day battle in 42 turns.

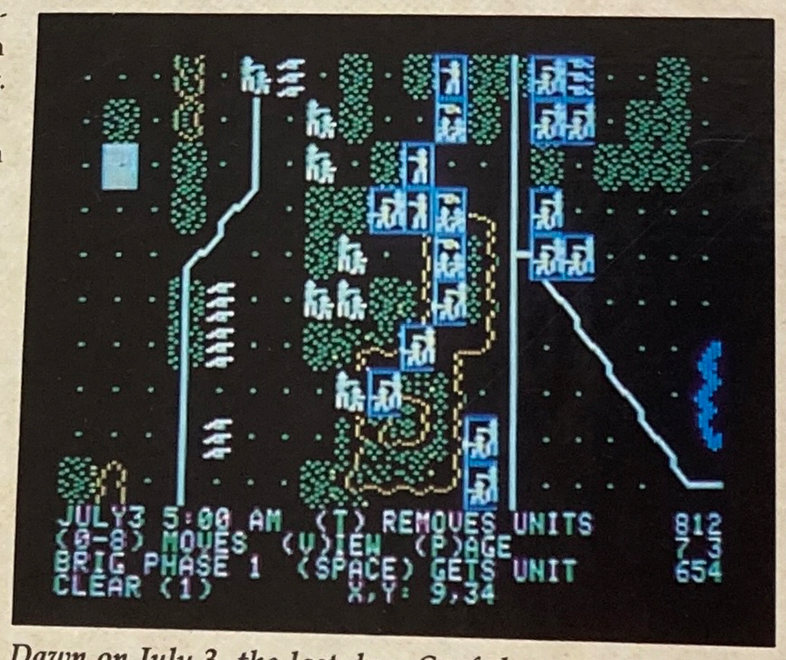
Refinements to an Already Superb System: We've added many refinements (some of which were the excellent suggestions of *Battle of Antietam* players) to make this game even better than its successful predecessor. Here are some examples:

- A precise command control system that more accurately reflects the effects of leaders on the battlefield
- Ammunition points
- More realistic fatigue rules
- Combat is resolved down to each individual soldier, including every artillery man

Historical Accuracy and Detail: The way the real battle fed upon itself and grew from a skirmish into a full-blown war is accurately portrayed. This is an exciting game of a meeting engagement, where few units confront one another, then more and more troops are thrown in on both sides until two full armies are embroiled in deadly conflict.



Action on the first day of battle, July 1, 1863. Union soldiers are withdrawing from Gettysburg to Cemetery Hill to fight a delaying battle. Here, military symbols mark troop positions.



Dawn on July 3, the last day. Confederate and Union positions at Little Round Top are displayed using icons, an alternative to military symbols that players may elect to use.

A variable reinforcement feature, where divisions and corps can become available up to four hours earlier or later than the historical schedule, simulates the uncertainty of battle that commanders actually faced.

A slight departure from history, for the sake of a more interesting game, allows cavalry divisions to be used in this battle.

Three Games in One: *Battle of Antietam* was praised for its remarkable quality of making a complex subject easy to play for beginners and expert gamers alike. *GETTYSBURG: The Turning Point* is no different.

It is actually three games in one. The Basic Game, with simple rules and options, is for anyone who wants to get into the action without delay. (A separate Tutorial is available for the novice.)

The Intermediate and Advanced Games allow you to make more complex decisions and deal with more intricate rules. But playability is never sacrificed. As an example, line-of-sight is simplicity itself: Press the "V" key and all the squares a given unit can see are instantly highlighted.

Two Players or Solitaire: During solitaire, the computer can play either or both sides. Can you replace Robert E. Lee and turn the Battle of Gettysburg from a Confederate defeat into victory? As the commander of the Union Army, can you better what General Meade accomplished by preserving victory at a lower cost in human lives?

The answers are right here in this box.

Screen displays shown are from the APPLE®
Displays from other computer(s) may vary.

APPLE is a re
Computer, Inc
MADE IN U.S

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GETTYSBURG AP

GETTYSBURG
THE TURNING POINT

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5¼" Disk

APPLE®

64K disk for Apple II with Applesoft ROM II+, IIe and IIc

- 3 levels of elevation are displayed on a 36 x 52 square grid.
- Choose from several options: Hidden units, icons or symbols, levels of difficulty, optional cavalry reinforcements, and variable order of appearance.
- Arrange for the computer to play either or both sides, and select from four scenarios. Introductory, Intermediate, and Advanced games are included.

STRATEGIC SIMULATIONS, INC.

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GETTYSBURG THE TURNING POINT

GETTYSBURG
THE TURNING POINT

TURNING POINT was designed by David Landrey and Chuck Kroegel,
creators of THE BATTLE OF ANTIETAM™ and OPERATION MARKET GARDEN™.
■ INTRODUCTORY, INTERMEDIATE and ADVANCED games included.
Illustration by JOSEPH CHIODO.

GETTYSBURG THE TURNING POINT

THE TURNING POINT
GETTYSBURG: THE TURNING POINT
whose other works include SSI's BATTLE
PLAYING TIME — 11 to 40 hours.
Box cover design by
THE BEHEMOTH
In the weeks before the fateful day of July 1, 1863,
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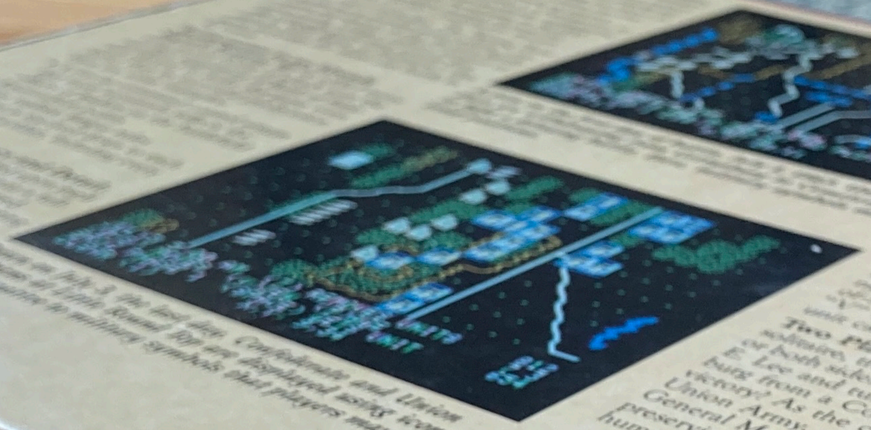

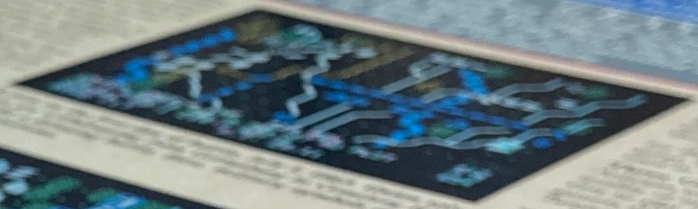

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SHILOH
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WIN UP TO $1988*
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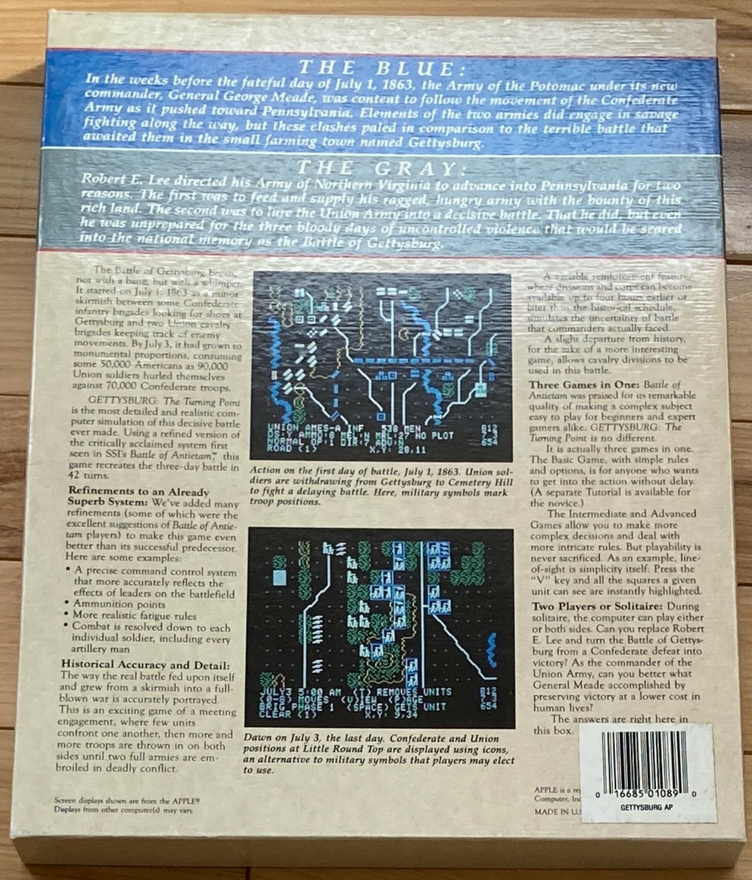
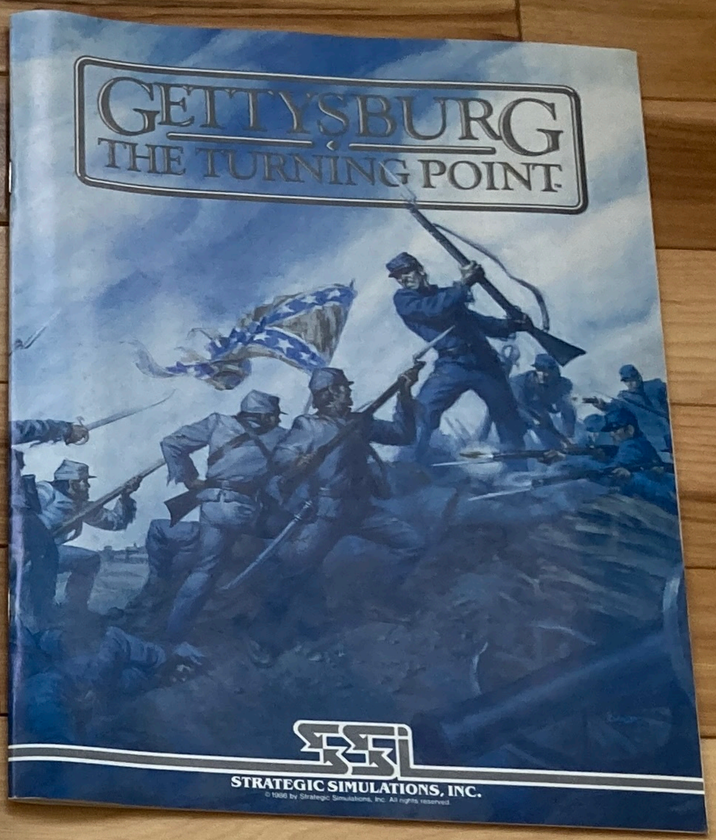
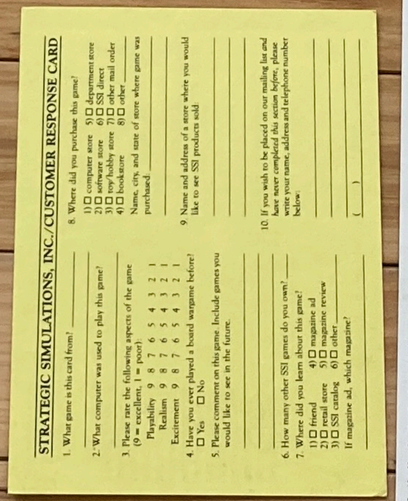
STRATEGIC SIMULATIONS, INC./CUSTOMER RESPONSE CARD
GETTYSBURG THE TURNING POINT






STRATEGIC SIMULATIONS, INC./CUSTOMER RESPONSE CARD

1. What game is this card from? _____
2. What computer was used to play this game? _____
3. Please rate the following aspects of the game (9 = excellent, 1 = poor)
Playability 9 8 7 6 5 4 3 2 1
Realism 9 8 7 6 5 4 3 2 1
Excitement 9 8 7 6 5 4 3 2 1
4. Have you ever played a board wargame before? ☐ Yes ☐ No
5. Please comment on this game. Include games you would like to see in the future.
_____
_____
_____
6. How many other SSI games do you own? _____
7. Where did you learn about this game?
1) ☐ friend 4) ☐ magazine ad
2) ☐ retail store 5) ☐ magazine review
3) ☐ SSI catalog 6) ☐ other
If magazine ad, which magazine?
_____
8. Where did you purchase this game?
1) ☐ computer store 3) ☐ department store
2) ☐ software store 4) ☐ SSI direct
3) ☐ toy/hobby store 5) ☐ other mail order
4) ☐ bookstore 6) ☐ other
Name, city, and state of store where game was purchased _____
_____
9. Name and address of a store where you would like to see SSI products sold.
_____
_____
_____
10. If you wish to be placed on our mailing list and have never completed this section before, please write your name, address and telephone number below.
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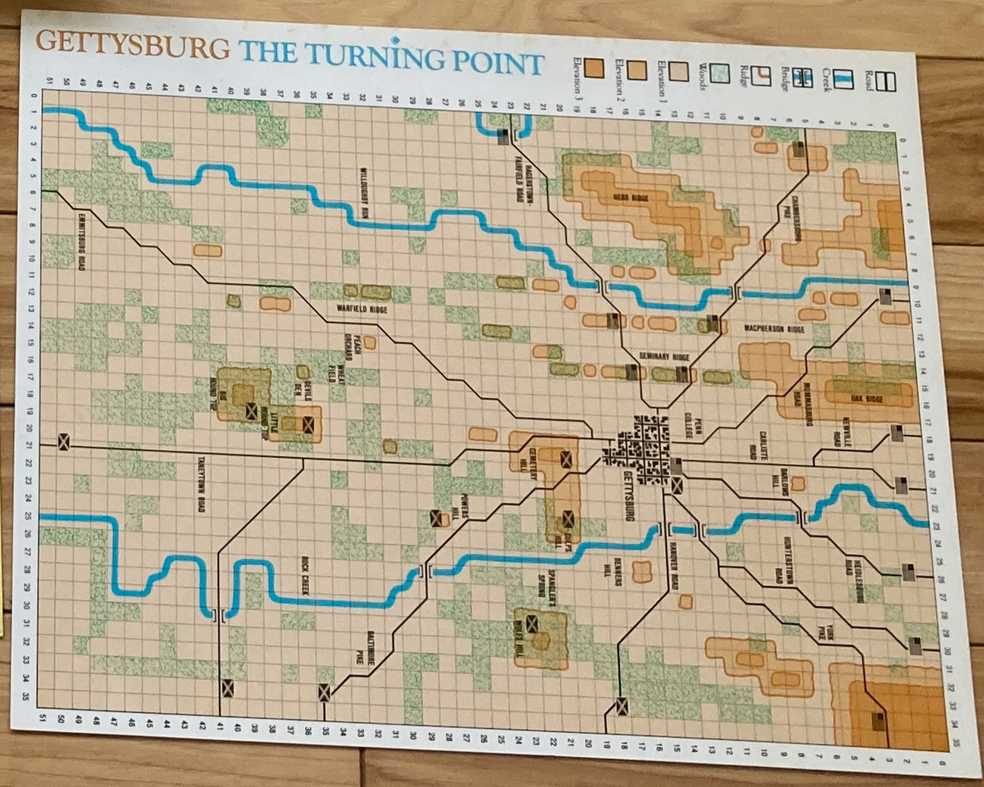

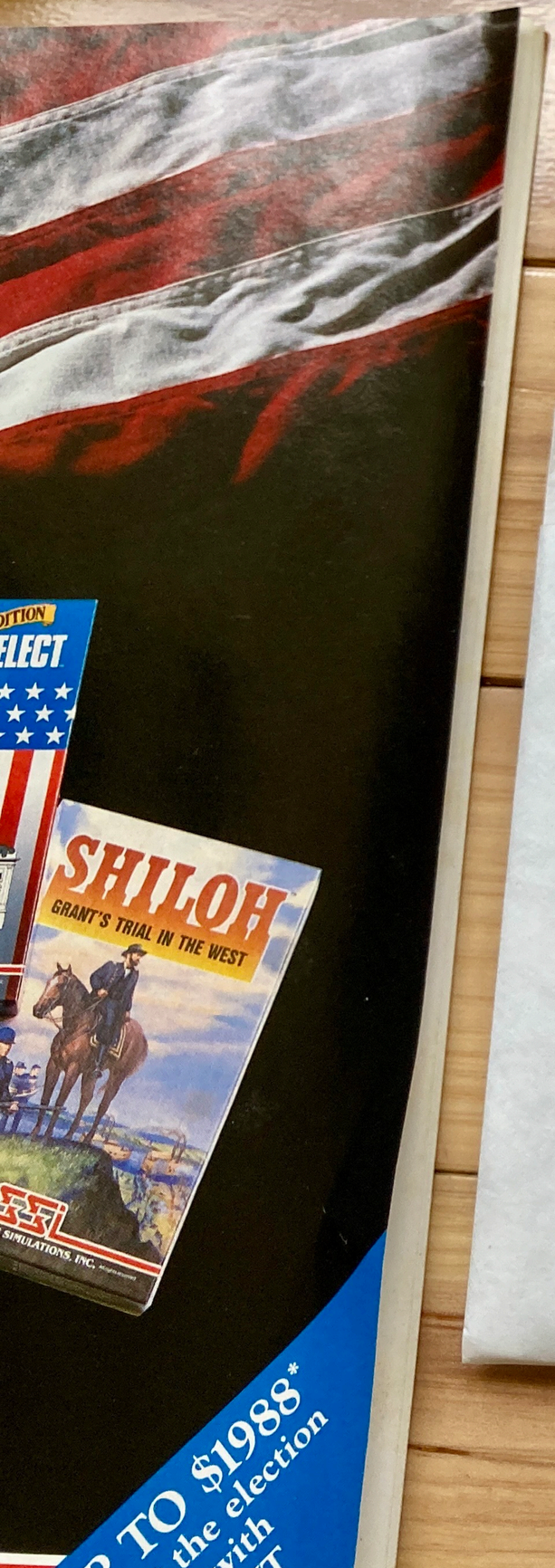

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4) ☐ bookstore
5) ☐ department store
6) ☐ SSI direct
7) ☐ other mail order
8) ☐ other _____

Name, city, and state of store where game was purchased: _____

_____

f a store where you would

APPLE®

FRONT SIDE:
Scenario Disk

GETTYSBURG
THE TURNING POINT

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BACK SIDE:
Game Disk

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GETTYSBURG THE TURNING POINT

Road
Creek
Bridge
Ridge
Woods
Elevation 1
Elevation 2
Elevation 3

CHAMBERSBURG PIKE
MACPHERSON RIDGE
OAK RIDGE
NEWVILLE ROAD
MUMMASBURG ROAD
CARLISTE ROAD
BARLOWS HILL
HEIDLESBURG ROAD
YORK PIKE
HUNTERSTOWN ROAD
PENN COLLEGE
HANOVER ROAD
HERR RIDGE
SEMINARY RIDGE
GETTYSBURG
BENNERS HILL
CULPS HILL
SPANGLER'S SPRING
HAGERSTOWN-FAIRFIELD ROAD
CEMETERY HILL
WOLFS HILL
POWERS HILL
WILLOUGHBY RUN
WARFIELD RIDGE
PEACH ORCHARD
WHEAT FIELD
BALTIMORE PIKE
DEVILS DEN
ROCK CREEK
LITTLE ROUND TOP
BIG ROUND TOP
TANEYTOWN ROAD
EMMITSBURG ROAD

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OPERATION COSTS TABLE

(Numbers in parentheses refer to diagonal moves — directions 2, 4, 6, and 8. Ignore the numbers and letters printed in green for the BASIC game. P = Prohibited.)

TERRAIN	INF./ DIS. CAV.	CAV.	LIMB. ART.	UNLIMB. ART.
Clear	2(3)	1(2)	2(3)	P
Town	6(9)	3(5)	3(5)	P
Woods	5(7)	3(5)	10(15)	P
Stream	3(5)	2(3)	3(5)	P
Bridge (1)	2(3)	1(2)	2(3)	P
Road bonus (2)	1(P)	1(P)	1(P)	P
Enter higher elevation (3)	+2	+1	+3	P
Melee: Att. (4)	2	2	P	P
Change mode to column/ mounted/ limbered (5)	2	2	N/A	2
Change mode to normal/ dismounted/ unlimbered (5)	4	4	4	N/A
Move ZOC to ZOC (6)	+8	+5	+8	P
Enter or leave enemy ZOC	+2	+1	+3	P
Fortify	8	8	P	8
Fire phase	2	2	P	4
Melee: Def.	1	1	2	2

Notes:

1. Units using the road bonus pay only 1 operation point to enter.
2. Diagonal moves are not allowed using the road bonus. To use the road bonus, infantry must be in column mode and artillery must be in limbered mode.
3. Units using the road bonus pay only 1 operation point to enter a higher elevation.
4. A unit must fire at the square it is to melee.
5. Mode change for CAV ART is 2 to limber and unlimber. All units add 2 to change mode in enemy ZOC.
6. You must move onto a friendly unit.

FATIGUE TABLE

ACTION	COST
Movement into another square	Random of 0 or 1 dependent proportionally on effectiveness
Fortify one level	20
Lose 2 casualties	1
Per Force March	6
Leader dies in unit	5
Routed unit passes through	5
Infantry or Cavalry fire	2
Artillery fire	4

NOTE: units with over 600 men in them will gain proportionately less fatigue up to 1000 men. For example, a 600-man unit gains 1 fatigue point per 2 losses (50% of casualties turn into fatigue). A 900-man unit would gain 1 fatigue per 3 men lost (33%).

FIRE AND MELEE STRENGTH MODIFIERS

TARGET LOCATION	FIRE MOD.	MELEE MOD.
Clear	1.00	1.00
Woods	0.80	1.00
Higher Elevation	0.80	0.80
Town	0.80	0.80
Bridge/Stream	1.00	1.00
FIRING UNITS LOCATION	**FIRE MOD.**	**MELEE MOD.**
Bridge/Stream	1.00	0.80
All Others	1.00	1.00
SPECIAL CONDITIONS	**FIRE MOD.**	**MELEE MOD.**
Target Dismounted with Carbines	0.80	1.00
Firing Unit Has <6 O.P.	0.75	1.00
Target Unit is Flanked	1.20*	1.20***
Firing Unit is Disrupted	0.30**	0.30
Firing Artillery Adjacent to Target (both in woods)	0.10	1.00
Firing Unit *Out of Ammo*	0.30**	0.70
MODES	**FIRE MOD.**	**MELEE MOD.**
Normal	1.00	1.00
Column	0.50	0.50
Mounted	0.60	1.50
Routed	0.50**	0.50****
Unlimbered	1.00	1.00
Limbered	0.10**	0.50****
Dismounted	0.75	1.00

* During Final Defensive Fire, the modifier is 0.5 for the flanked unit firing.
** May only fire during Final Defensive Fire and with these modifiers.
*** The flanked defender in Melee and Final Defensive Fire has a modifier of 0.5. The flanker has a modifier of 1.2.
**** May only defend in Melee and with this modifier.

WEAPON/RANGE CASUALTY TABLE

WEAPON TYPE	ABREV.	RANGE IN SQUARES 1	2	3	4-6	7-10
Rifle	RFL	6	3	0	0	0
Musket	MSK	4	0	0	0	0
Rifle/Musket	R/M	5	2	0	0	0
Carbine	CRB	12	3	0	0	0
Shotgun	SHG	6	0	0	0	0
Pistol	PST	2	0	0	0	0
12 lb. Napoleon	N12	14	4	2	1	0
3" Rifled Gun	RG3	8	5	4	2	1
3" RG/12# N	R/N	11	4	3	1	0
10 lb. Parrott/12# N	P/N	11	4	3	2	1
10 lb. Parrott	P10	8	5	5	2	2
3" RG/10 lb. Parrott	R/P	8	5	4	2	1

The number under the range column is the number of men lost per 100 men for small arms fire and per one gun for artillery. These numbers are further modified by the various strength/ casualty modifiers.

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ADDITIONAL MODIFIERS FOR FIRE AND MELEE

Leader Bonus: Direct Modifier. A leader with bonus of 20 would give a modifier of 1.2.

Density: 1% more casualties per 12 men when more than 650 men are in the square. 1% less casualties when less than 650 men.

Fortification Level: The firing unit is modified by 10% per level that the target is fortified. A level of 5 would give a modifier of 0.5.

Effectiveness: Direct Modifier. An effectiveness of 55 would give a 0.55 modifier.

Fatigue: Direct Modifier. Fatigue of 20 would give a modifier of 0.8.

Command Control: Direct Modifier. A rating of 1.1 would give a modifier of 1.1.

Visibility: Direct Modifier. Visibility of 60% would give a modifier of 0.6.

Artillery Men: Each gun is assumed to have 16 artillery men to support it. When artillery fires, it receives a proportionate modifier based on the number of men it needs to fully support a gun. A Union artillery unit with six guns would need 96 men to function fully. If it lost 19 men, the unit would receive a modifier of 0.8.

Random Modifier: Modifier of 0.9 to 1.1 determined randomly.

All modifiers are cumulative as shown in the example below:

A firing unit with the conditions below would receive the indicated modifiers (all modifiers are multiplied together):

– Firer has less than 6 O.P.	= 0.75
– Target in woods	= 0.80
– Target on higher elevation	= 0.80
– Firer in column mode	= 0.50
– Target has carbines	= 0.80
– Firer has 75 effectiveness	= 0.75
– Firer has 15 fatigue	= 0.85
– Firer has leader bonus of 15	= 1.15
– Firer has command control of 1.3	= 1.30
– Random modifier is 1.0	= 1.00
TOTAL	0.18

A unit above with 1000 men would fire with a strength of 180. (With rifles at range one, it would kill 10 men.)

MELEE RESULTS

The attacker's modified strength is divided by the defender's modified strength to determine the odds which govern the losses sustained and retreats in melee. The odds of 2 to 1 are considered the break-even point. The defender or attacker (not both) may retreat according to the chart below. The defender is checked first and then the attacker (provided the defender does not retreat).

ODDS	% CHANCE ATTACKER RETREAT	% CHANCE DEFENDER RETREAT
<0.3	60	10
0.3 to 0.49	50	20
0.5 to 0.99	40	30
1.0 to 1.99	30	40
2.0 to 2.99	20	50
3.0 to 3.99	0	60
4.0 to 4.99	0	70
5+	0	80

1988 EDITION
PRESIDENT ELECT
Sons of Liberty
SHILOH
GRANT'S TRIAL IN THE WEST
STRATEGIC SIMULATIONS, INC.
FALL '87/WINTER '88
CATALOG
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WIN UP TO $1988*
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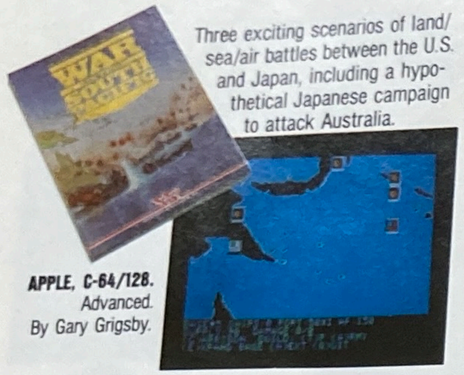
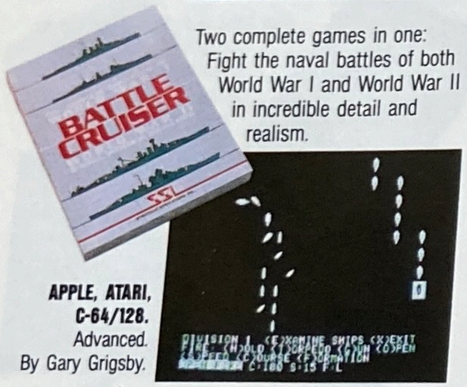
*See details in game box or contact SSI.

WARGAMES



Three exciting scenarios of land/sea/air battles between the U.S. and Japan, including a hypothetical Japanese campaign to attack Australia.

APPLE, C-64/128. Advanced. By Gary Grigsby.

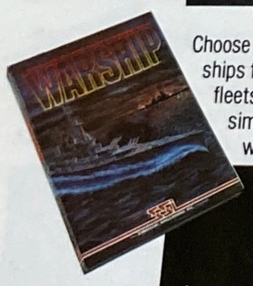


Two complete games in one: Fight the naval battles of both World War I and World War II in incredible detail and realism.

APPLE, ATARI, C-64/128. Advanced. By Gary Grigsby.

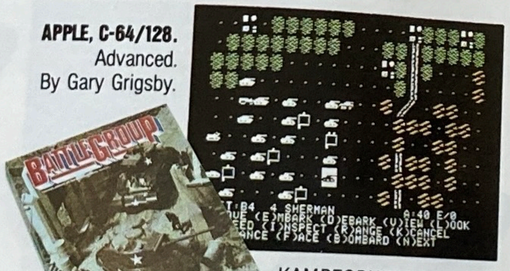
APPLE, ATARI, C-64/128, IBM, AMIGA. Advanced. By Gary Grigsby.

"Computer Gaming World" 1985 Best Game: All weapons used on the Russian Front (1941-45) are rated in this best-selling tactical game.



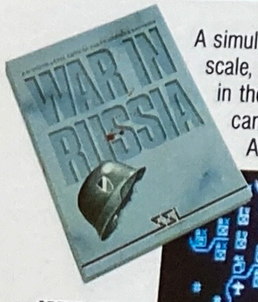
Choose from 79 classes of warships from the Allied & Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45.

APPLE, ATARI, C-64/128. Advanced. By Gary Grigsby.



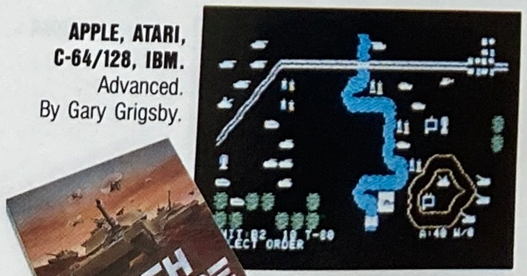
APPLE, C-64/128. Advanced. By Gary Grigsby.

KAMPFGRUPPE™ was the definitive simulation of Russian Front armored warfare; BATTLEGROUP is the ultimate Western Front game.



A simulation of truly monumental scale, so detailed every division in the entire 1941-44 Russian campaign is accounted for! A wargaming milestone!

APPLE, ATARI. Advanced. By Gary Grigsby.



APPLE, ATARI, C-64/128, IBM. Advanced. By Gary Grigsby.

The final word on armored warfare of the 1990's: Almost all weapon types of the U.S., West Germany, England and Russia are included.

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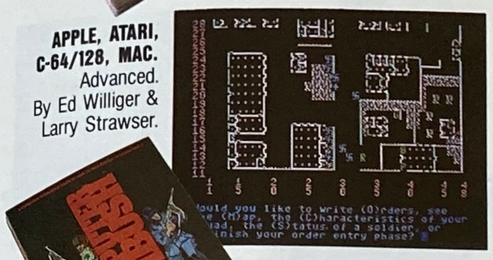
Engage in highly detailed tank-to-tank and squad-to-squad combat on the Eastern Front, France 1940 and North Africa.



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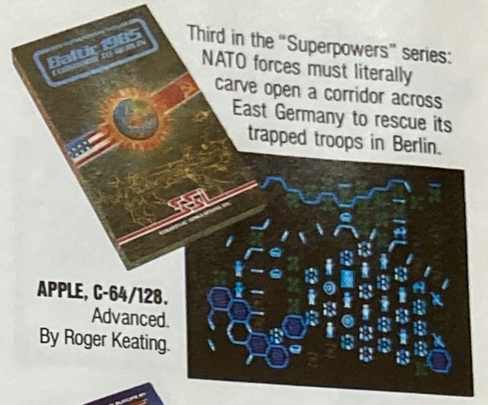

Third in the "Superpowers" series: NATO forces must literally carve open a corridor across East Germany to rescue its trapped troops in Berlin.

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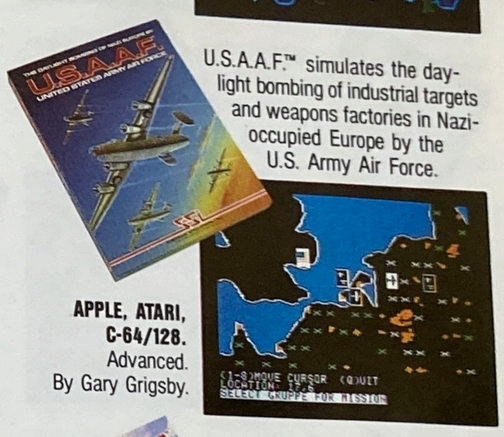

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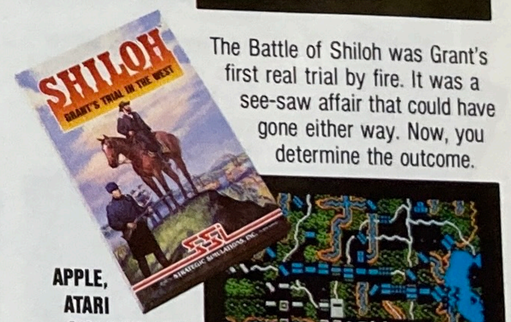

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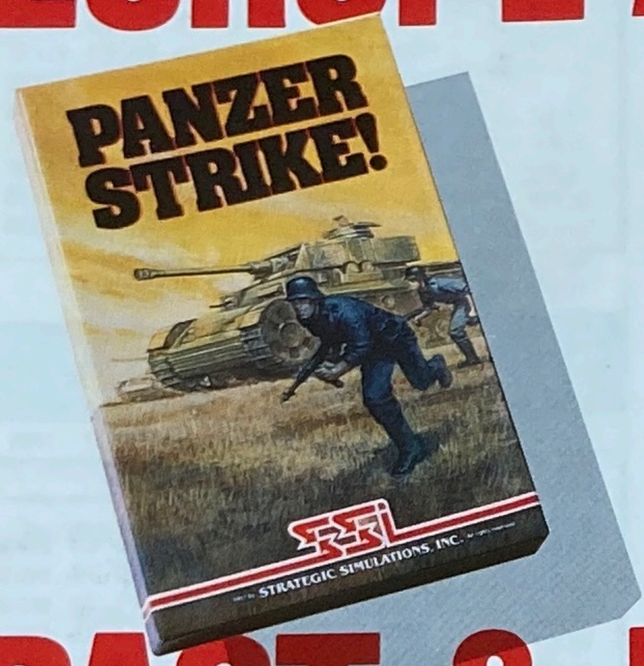
EUROPE AT WAR:



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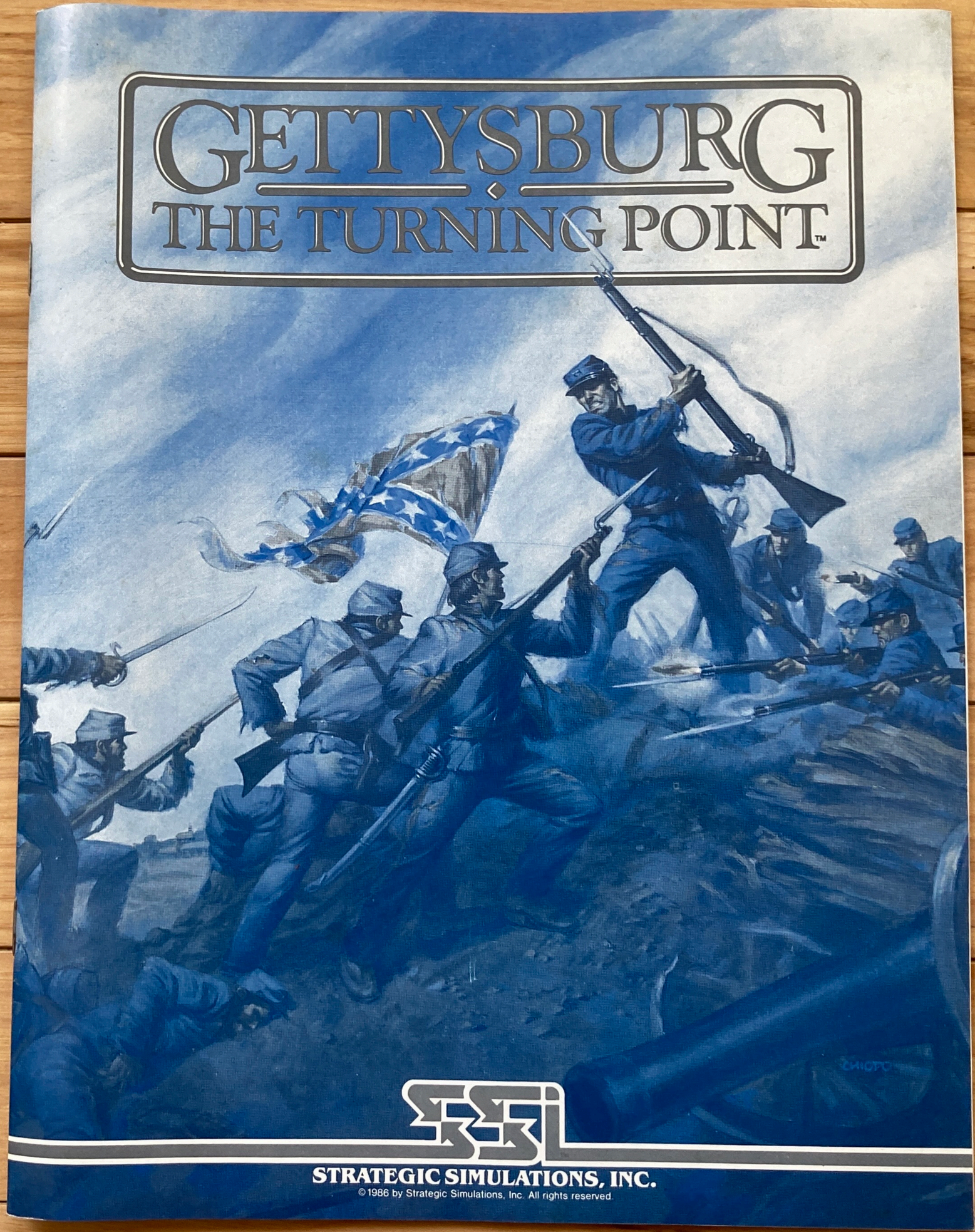

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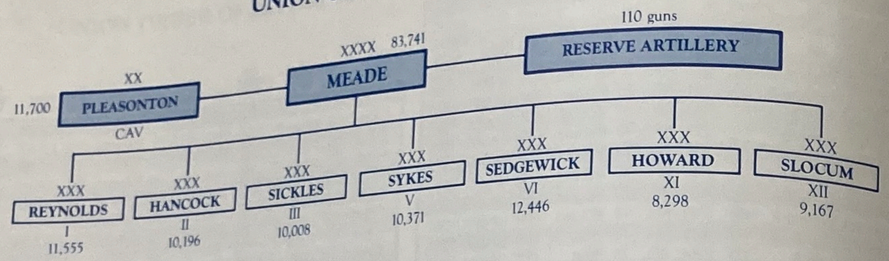
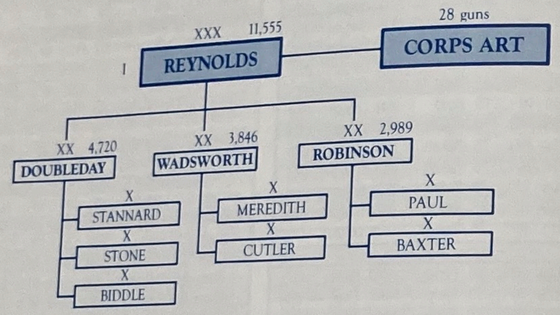
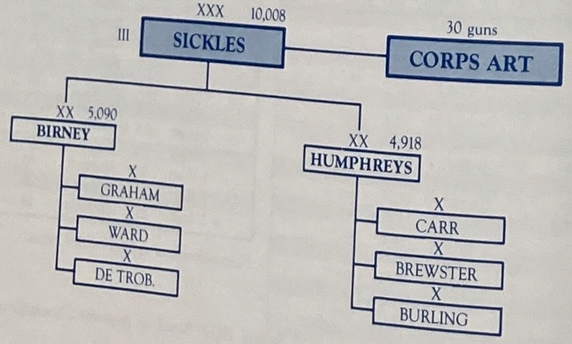
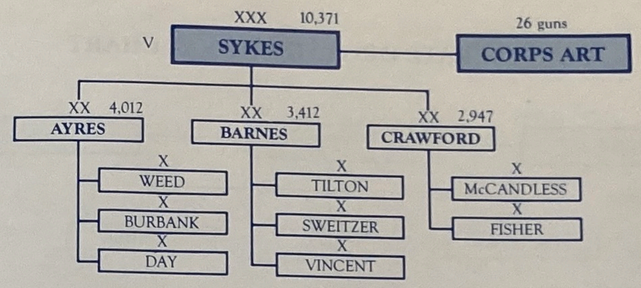
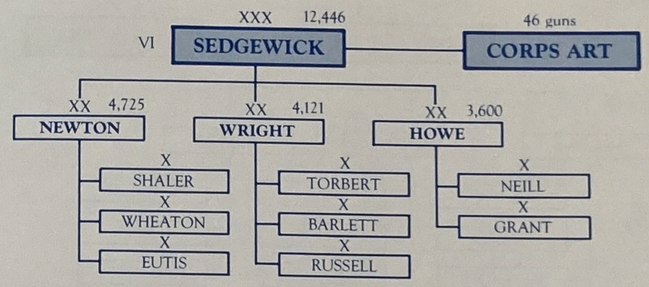
UNION ORGANIZATIONAL CHART

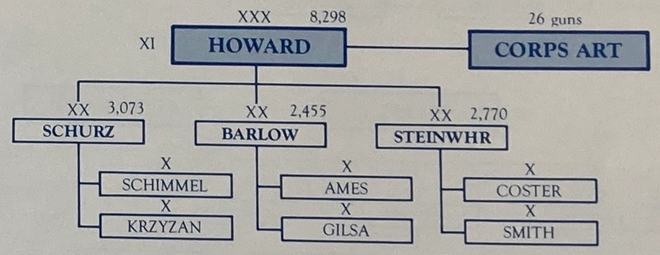


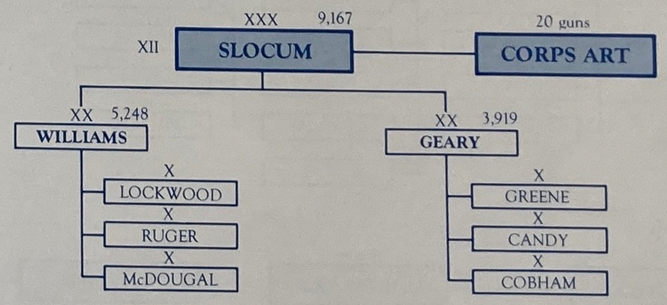


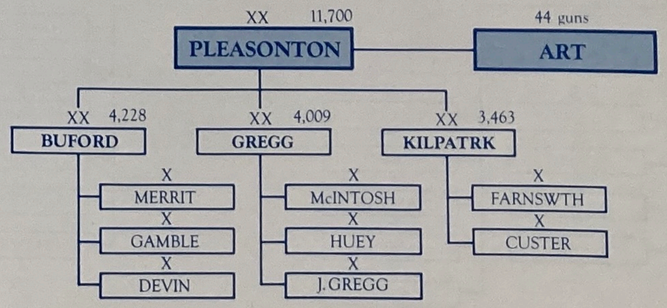












COMMAND MENU

(Y) = Plots ammo on/off for artillery units only.
(Ø) = Centers map on unit.
(1-8) = Moves unit in desired direction as indicated by the compass, changing its facing automatically.
(X) = Double Time (adds to the unit more operation points at a cost of fatigue).
(D) = Prompts you to input a new facing (1–8) for the unit.
(L) = (Advanced Game Only) Displays a menu with the name of the divisional or corps commander attached and allows you to transfer that leader if you desire. The menu also allows you to go to the divisional or corps commanders. In this menu, you may also toggle a division commanded by that leader on or off for ammo resupply.
(I) = All units that belong to the same division as the accessed unit will be inversed. The square with the divisional leader will be inversed and blinking (Advanced Game). When you press this key you will also be able to set the fire plots of all units in that division or artillery to "No Fire" or "No Plot."
(A) = Plots the unit to advance if given the opportunity in fire phases or melee.
(M) = Plots the unit to melee in the direction of facing.
(F) = Takes you to the Target Menu which allows you to set a priority fire square.
(S) = Changes the mode of the unit.
(B) = (Advanced Game Only) Builds one level of fortification.
(V) = Allows you to view all squares in the LOS of the accessed unit (squares are inversed).
(T) = Removes units on map to view terrain underneath.
(P) = Displays the other page of unit statistics.
(H) = Displays Help Menus.
(U) = Accesses next unit in the same square.
(N) = Accesses next unit in the unit order (the unit orders are listed in the Order of Battle).
(Z) = Abort move. The unit you have accessed will return to its original square, facing, and mode with its original operation points and fatigue.
(Q) = Exits Command menu and goes to Cursor Menu.

CURSOR MENU

(V) = Prompts you to indicate a direction and then displays the line of sight.
(0) = Centers map at cursor.
(1–8) = Moves cursor in desired directions.
(T) = Removes units from map to see terrain.
(S) = Stops time clock.
(C) = Exits to Combat Phase (Press this key when you are finished moving.)
(SPACE BAR) = Accesses first unit in square if friendly. Command Menu for that unit is now active.
(P)age = Second menu. On this menu will be displayed ammo pools for infantry and artillery. Also displayed are the commands accessed from the Cursor Menu.
(Z) Abort = The cursor will return to the last square that a unit was accessed.
(R)econ = Pressing this key when the cursor is over an enemy unit will display an approximate strength of the units in the square.
(S)top = When playing with time limits, this command stops the time clock.
(L)ow = This command cycles through units with low men, morale, ammo, or who are disrupted, giving you the option to access those units to move them.

UNIT STATISTICS

When you access the first unit in a square, you will see the following display (example):

```
CONFED DAVIS – A INF  501 MEN
DS:N AMMO:6 MEL:Y MRL:60 FIRE 17,34
NORMAL  OP:7 DIR:5 ADV:N
CLEAR (1)    X,Y:16,34
```

The display above shows that the Confederate unit, DAVIS – A, is INFANTRY with 501 men. It is not DISRUPTED, has 6 AMMO points, is plotted for MELEE, and has a MORALE of 60. The unit is plotted for priority FIRE at square 17,34. It is in NORMAL mode, has seven remaining operation points, is facing DIRECTION five, and is not plotted for ADVANCE. It is on a clear square with an elevation of 1. The unit occupies square with X,Y coordinates 16,34. There is a compass showing directions of movement and facing.

A second page of unit statistics may be accessed by typing "P".

```
CONFED DAVIS – A INF  501 MEN
FORT:0  NORMAL  CC:1.0
RFL  EFF:60  FT:0
CLEAR (1)  X,Y:16,34  CORPS: A.P. HILL
```

The second display above shows that the Confederate unit, DAVIS – A is INFANTRY with 501 men. The unit has a FORT value of 0, is in NORMAL mode, and has COMMAND CONTROL of 1.0. Its weapon type is RIFLE, EFFECTIVENESS is 60, and FATIGUE 0. It is on a clear square with an elevation of 1 on X,Y coordinates 16,34 and belongs to A.P. Hill's corps.

COMMAND CONTROL EFFECTS

CC		OP
1.2 to 1.5	=	12
1.1	=	11
1.0	=	10
0.9	=	9
0.8	=	8
0.7	=	7
0.5 to 0.6	=	6

LEADER PROFICIENCY & COMMAND CONTROL

RANDOM AND RATING EFFECT	MESSAGE GIVEN ON SCREEN
5–15 = –0.3	Leader confused!!!
16–25 = –0.2	Leader indecisive!!
25–35 = –0.1	Leader cautious!
36+ = 0	Leader confident.

RANGE OF LEADERS

The chart below shows the cost in command points per square the leader is from the unit making the range check.

	OTHER HALF OF BRIGADE	DIV. CMDR.	CORPS CMDR.
Conf.	10	5	1
Union	10	10	1 (10)

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